

P E N S A T E™

The thinking game by John Besnard and Robert Hardy

48K Apple
Disk
\$29.95

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*by
John
Besnard*

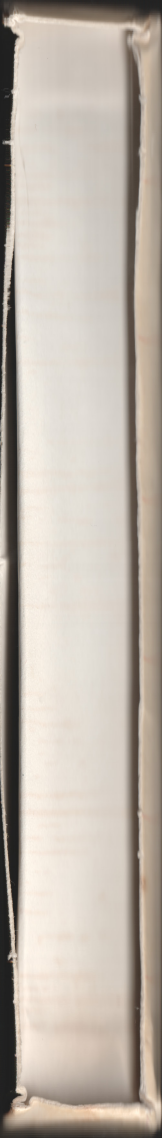
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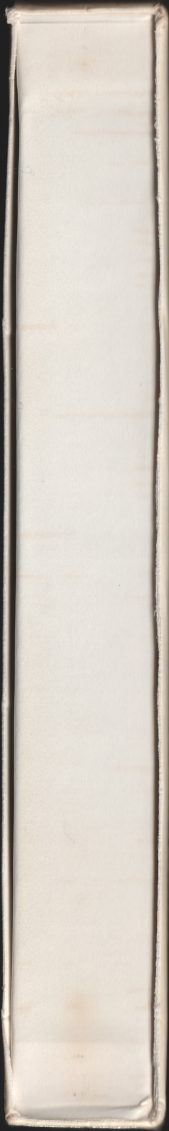
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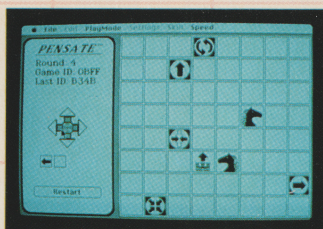
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Apple Version



Macintosh Version

How far ahead can you plan your maneuvers against the computer-controlled pieces? Each type moves in its own set pattern, relentlessly, while you attempt to move your single piece to the top of the board. Each successful round brings on another opposing piece and the task gets more difficult. Hundreds of levels of play, from easy with only the next move planned, to very difficult with planning your moves four turns in advance.

Pensate was designed by John Besnard, programmed on the Apple II by John Besnard, and programmed on the Macintosh, Commodore 64, and Atari by Robert Hardy.

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830 4th Avenue • P.O. Box 311 • Geneva, IL 60134 • (312) 232-1984